

SPONGEBOB



SQUAREPANTS

SPONGEBOB



An undersea cartoon starring the world's most rectangular spaz, Sponge Boy! Featuring a cast of aquatic characters submerged in nautical nonsense! Forget the lost city of Atlantis! Grab your snorkels and plunge with us into the tropical suburb beneath the waves where Sponge Boy makes his happy home!

© S. Hillenburg '96

SPONGE BOY

150/Milwaukee

Jan 17, 1997

But on the fourth day, our luck changed. An afternoon ascent into the deep crystalline gulf which plummets from the island's coral base revealed the natural wonder which had so long eluded the eyes of mankind. We had indeed found Sponge Boy.



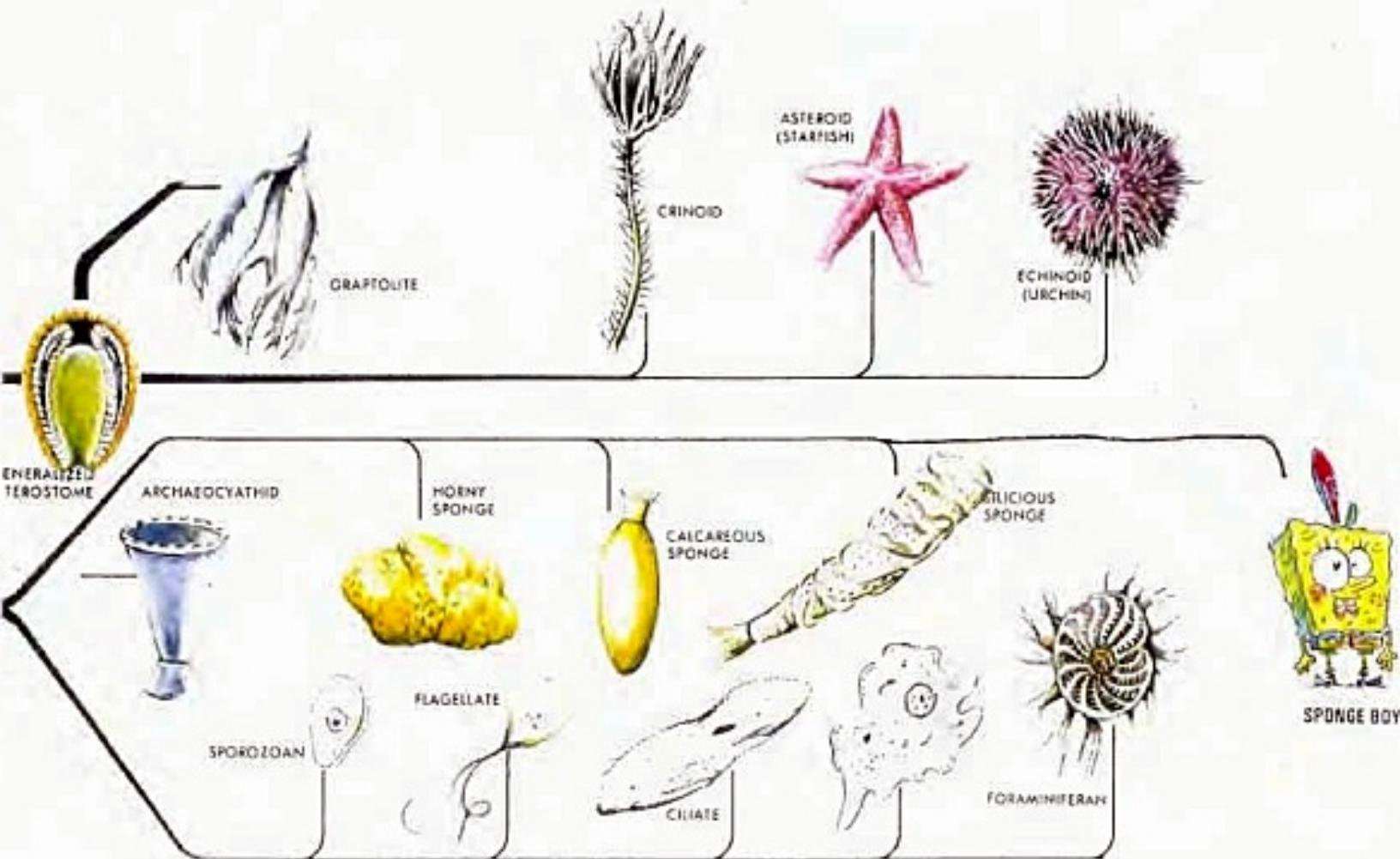
Steve and Tim discover Sponge Boy 12/19/97, courtesy UPU

Eureka! The sense of epic discovery, that adrenaline-filled moment, like landing on the moon or uncovering the tomb of Tutankhamen--this is what every scientist dreams of. We were awestruck. And as the veil of mystery surrounding the briny deep's funniest yellow cube lifted before our very eyes, we were afforded a first hand glimpse into the character of Sponge Boy and his world. There before us, glistening in the glow of our dive lamps, sat a submerged treasure unlike any other in the world-- the answers to some of the most daunting questions ever posed by mankind, an end to a worldwide and centuries-long quest for knowledge.

And so it is with no small sense of exhilaration that we now share our findings in the adjoining pages. Though some of our initial discoveries have already been covered widely by the press, it is not until now that we have been given the chance to integrate those discoveries with our other research and scientific opinion. We hope this information will help the reader achieve a broader understanding and a greater appreciation of Sponge Boy and his world. So climb aboard, we're ready to sail!

THE MAIN CHARACTER

Some of the intriguing questions long contemplated by oceanographers and cartoon development executives alike include the following: Who is Sponge Boy? What does he want? What makes him tick? Is he a moron?





Who is Sponge Boy?



Sponge Boy is our hero! He's a single male sponge who resides in a fully furnished, two bedroom... pineapple. He has an abnormal love for his job at "The Crusty Crab," a fast food restaurant. In fact, he's so proud of his Crusty Crab uniform that he never takes it off—not even when he showers. His big dream is to capture the not-so-coveted "Employee of the month" award, but, because of his overzealous nature and the havoc it creates, this goal constantly eludes him.



But Sponge Boy's life is much richer than just Pineapple to "Crusty Crab" and home again. He has a wide circle of friends and people who he thinks are his friends, but who would never admit to it. He has a variety of interests which keep him occupied—rust, friction, bubble art, odors, and why hamburgers and French fries taste different.

Sponge Boy is incurably optimistic, innocent, earnest, and well-meaning. He is a free spirit, fascinated by the obvious, and creative enough to see almost everything in a new light. His good humor and good intentions often irritate others, but his refreshing attitude makes him a likable underdog. By day he embraces each moment with enthusiasm. By night he often lies awake so as not to miss anything then either.



The star of Sponge Boy is also comic obsessive, especially when it comes to details. If he buys a toothbrush, he might test several of them before making his purchase. If he sharpens a pencil he might get down to the stub before he's satisfied with the point.

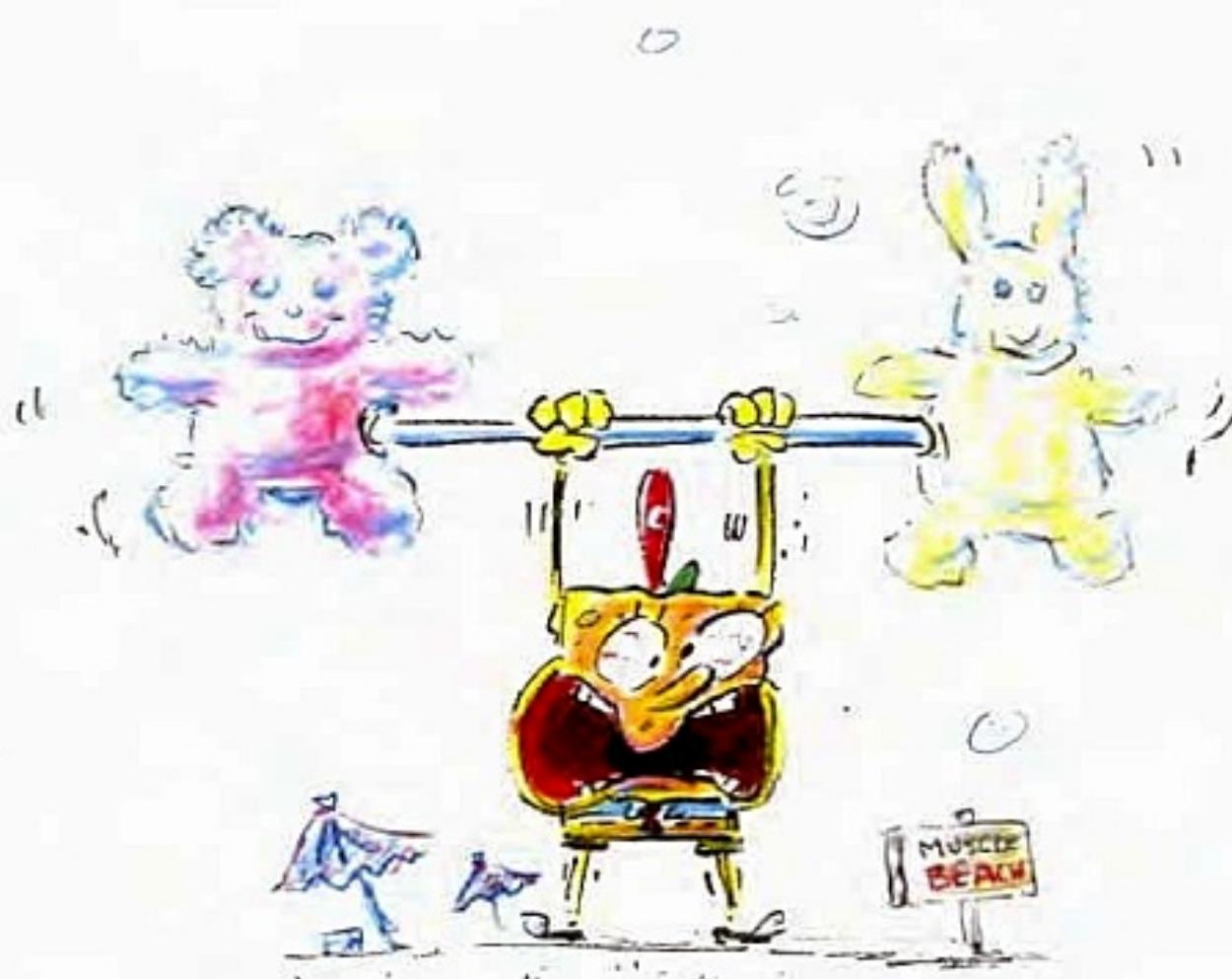
Despite all of Sponge Boy's positive character traits, he can't seem to avoid creating problems for himself. Sponge Boy zeal usually means Sponge Boy disaster. While trying too hard, he tends to do things wrong, really wrong. In almost any situation, from jump starting his outboard boat-mobile to just picking flowers for someone in the hospital (who's probably there thanks to him), the potential for disaster looms large.

Oh yeah. Sponge Boy plays the Ukulele.



What Does Sponge Boy Want?

Sponge Boy would like to fit in. His ideal is to be like everyone else. He wants to buy into that dream of "service with a smile," and be that team player, that company man with the positive mental attitude. But he never quite attains this goal, and, more importantly, he will never recognize this fact. Here we discover the tragic side of Sponge Boy. Don't get nervous! He is tragic to some extent. It's extremely important for this character to have pathos, especially if he is to be a comic character. (Chaplain and Keaton understood this idea and exploited it to great effect.) We see Sponge Boy as built from within, observing that this creates sympathies and qualities which resonate. His desire to fit in, combined with his innocence about his inability to do so, create conflict. This conflict informs the character and his actions: **What does he want? He wants to fit in, but like a square peg in a round hole, he can't.**



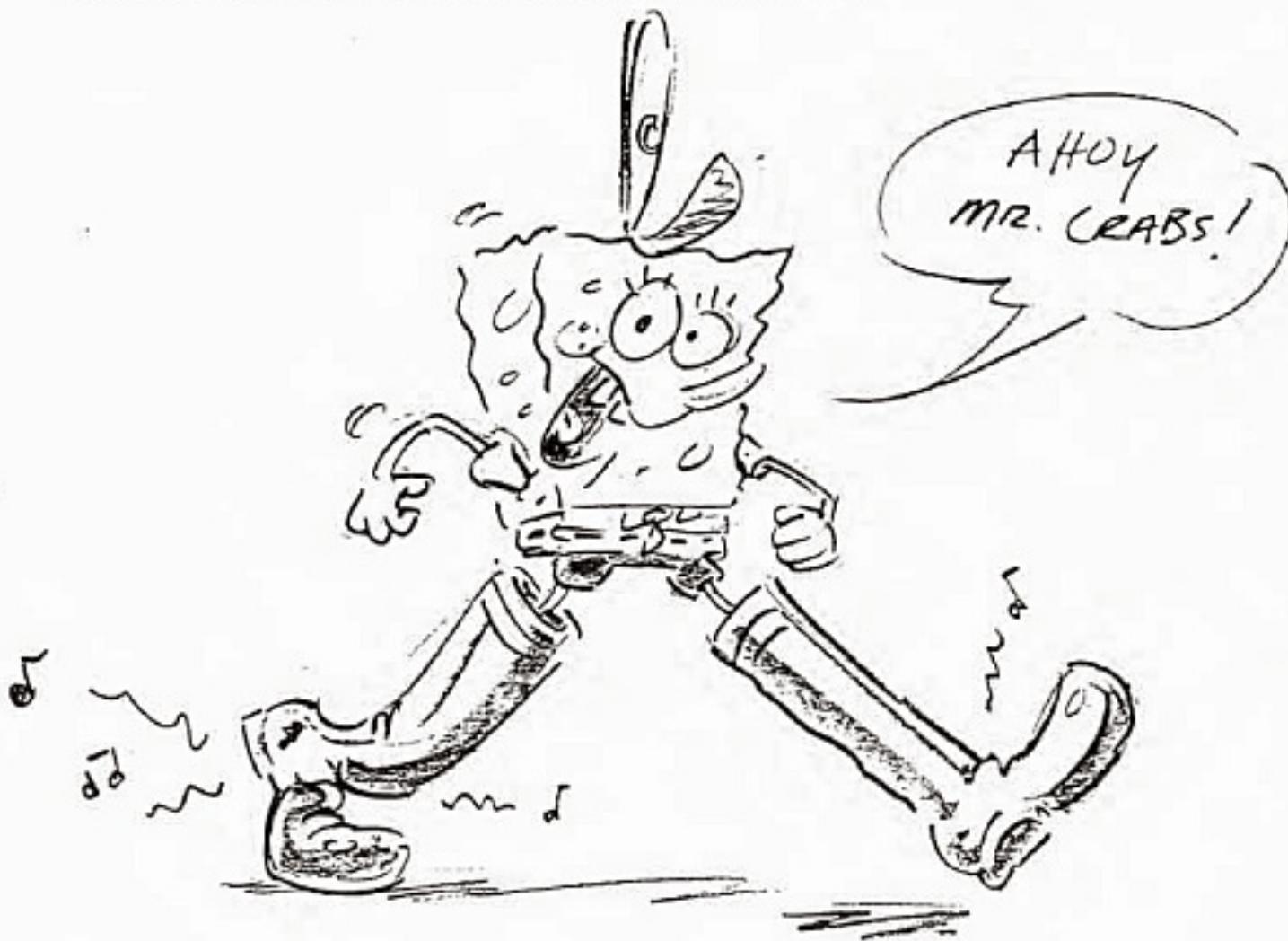
EXAMPLE:

Sponge Boy goes to muscle beach, a popular Bikini Bottom recreation spot. He attempts all of the things that everyone else is doing--surfing, sunbathing, weight lifting, sand

castle building--but does them in his own inimitable style: When Sponge Boy can't pull his surf board out of the sand, he invents a better kind of surfing: He repeatedly launches himself at the board which bends backward and slings him far away. Sponge Boy's weight lifting set is a stick with two stuffed animals stuck on either side, instead of weights. His sand castle looks like a treasure chest. When he opens it up there's enough doubloons inside to buy everyone sodas at the Krusty Krab.

What is Sponge Boy's Attitude?

Much of what we've observed has shown that Sponge Boy is optimistic. This trait is not to be taken lightly. There is a plethora of wise-cracking, cynical, glib cartoon characters out there hitting each other on the head and pushing each other into wheat shredders. Sponge Boy is not one of them. **He is truly an optimist, a guy who can't help but look on the bright side, who's positive energy transforms the way we look at things, helping us find the irony in even the dullest of life's details.**



SQUEAKY BOOTS

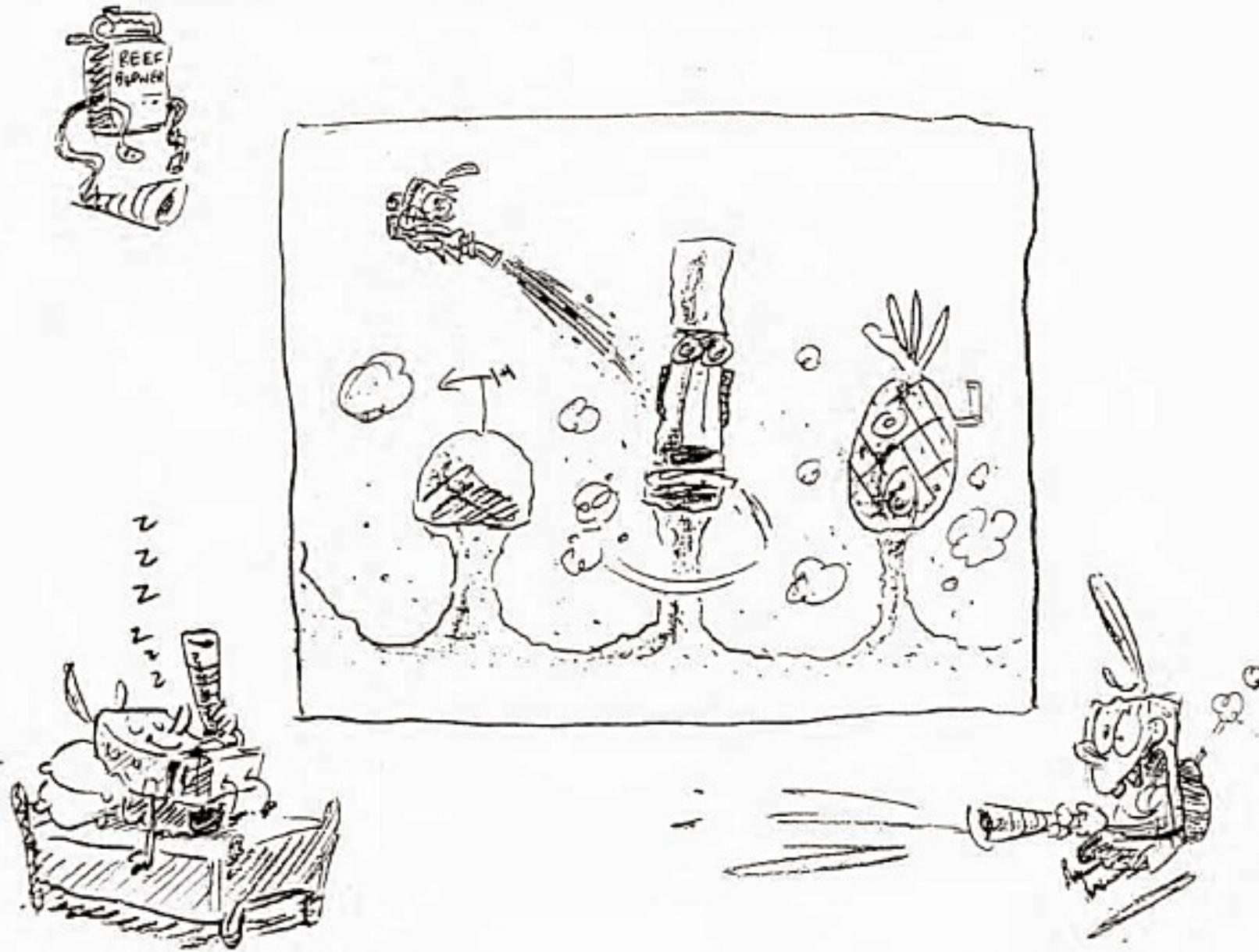
EXAMPLE:

Mr. Crabs dupes Sponge Boy into accepting a pair of rubber boots instead of his weekly pay check. Sponge Boy and the boots become inseparable. Crabs can't believe his good

fortune in having such a stooge for an employee. But then Sponge Boy starts to use them creatively: They make a squeaky sound which he can manipulate like a musical instrument when he shuffles his feet. In fact he amazes people with his musical boots. The squeaking sound drives Mr. Crabs crazy (to the point where everything he hears sounds like a series of squeaks), like the telltale heart, and he is forced to buy the boots back from Sponge Boy at an absorbent price.

How do these traits play out?

An obstacle stands in our path. Most of us take a certain, logical approach to getting around the object. Sponge Boy takes a wayward, unconventional, and ultimately funny approach, though still getting around the obstacle. This is essential Sponge Boy logic. It is internal logic, and underscores his original thinking. This also means that he is not a loser. **He always wins, even if it's only a personal win. He will get to where he's going, but the getting there is what makes him likable, interesting and significant.** Sponge Boy tries to fit in, fiercely embracing the normal and the mundane, but in doing so he turns upside down the very ideal he was striving for.



EXAMPLE

Sponge Boy, a proud pineapple home owner, decides to clean his yard with a reef blower one Sunday morning. But in his hands the reef blower becomes a destructive force which

he can't control. Patrick comes out of his rock with his own reef blower, and, thinking that this is how it's done, imitates Sponge Boy being thrashed about. Together, the two reef-blowing neighbors erode the foundation of Squidward's Easter Island head. The house totters and falls over with Squidward in it.

What makes Sponge Boy different?

Sponge Boy is an ultra-creative character living among others that do not share this gift, especially the Squidwards and Mr. Crabs of the undersea world. Creative, original thought is rare indeed--it is the stuff of genius. (And what genius was ever fully appreciated in his own time?) The creative thinker always lives in contrast to his fellow sea creatures--he is an underdog. Sometimes he is scorned, or ostracized, or misunderstood. But no matter what the reaction, the spirit of the creative thinker remains undaunted; it is always mutating and reinventing itself. And this is how we see Sponge Boy. **Unaware of his talents, he cheerily strives to assimilate in a world where unbridled creative thought is a catalyst for conflict. Luckily, his failure to fit in is mitigated by his optimism and his ability to turn a loss into a win for himself.**



Where does Sponge Boy live? Why, in the ocean, of course! In the Pacific Ocean, actually, a few fathoms beneath the tropical isle of Bikini Atoll, in the sub-surface city of Bikini Bottom.









HOME OF SPONGEBOY



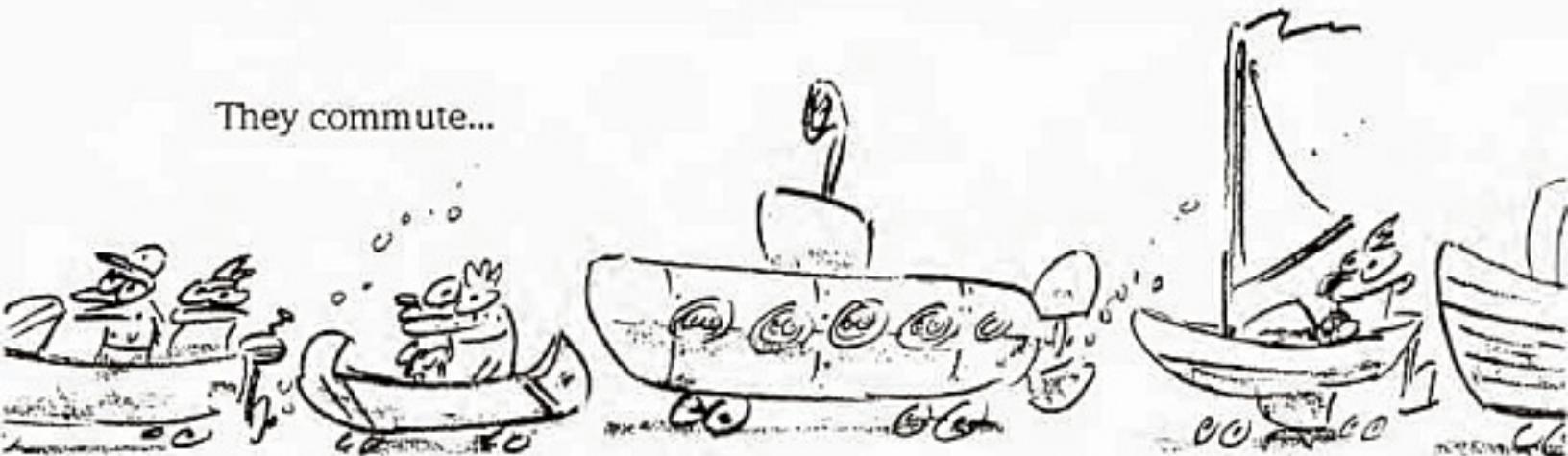
PATRICK'S HOME

SQUIDWARD'S HOME

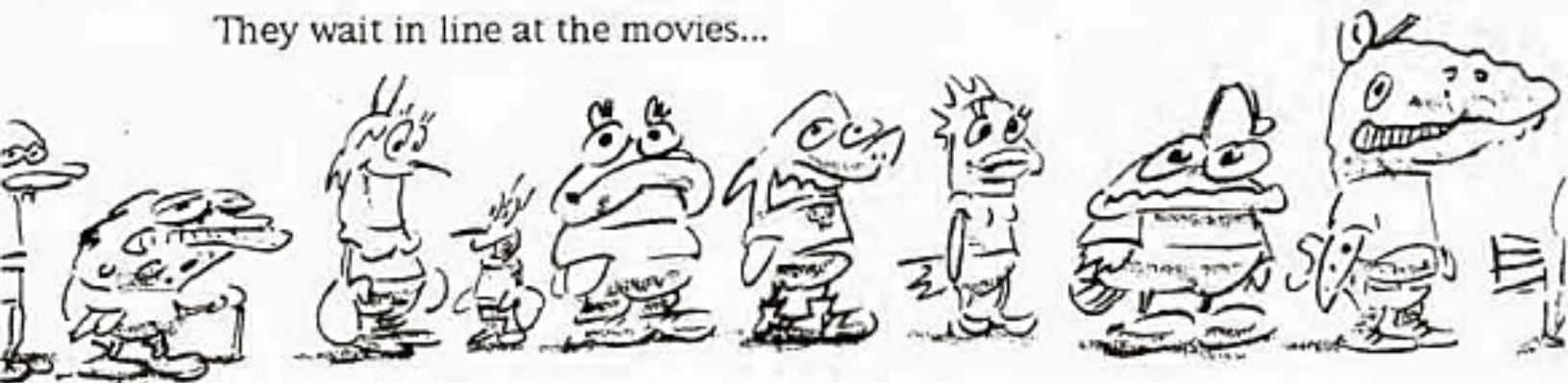
SPONGEBOB'S HOME

Bikini Bottom is like any other urban center— if you don't count the fact that it's populated by fishy creatures and other denizens of the deep. The Bikini Bottom citizens live more or less like we do:

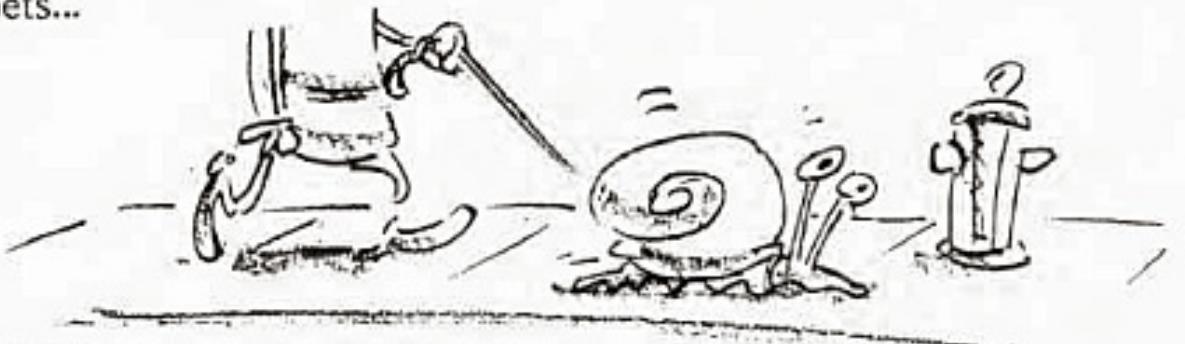
They commute...



They wait in line at the movies...



Walk their pets...



Go on exotic vacations...



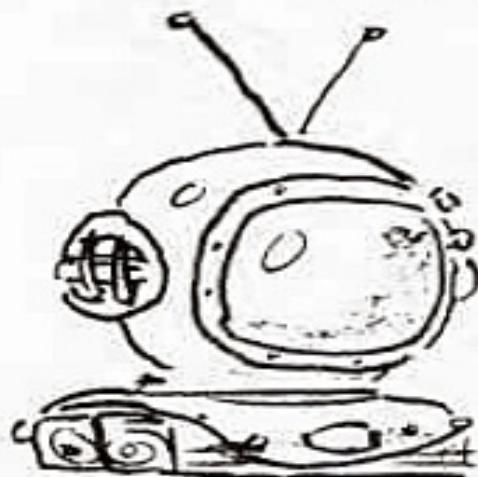
Celebrate holidays...



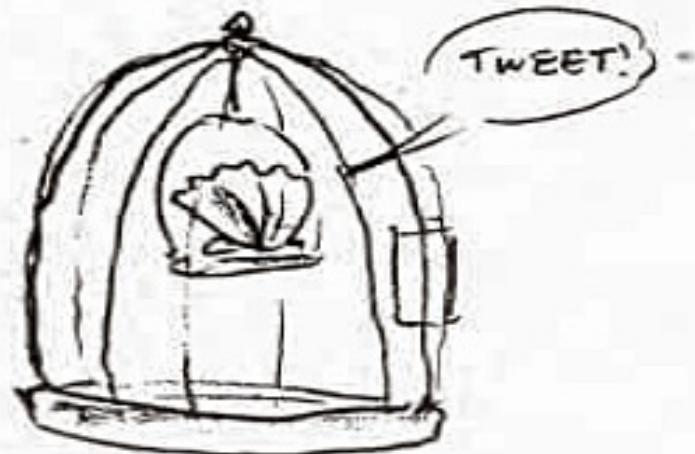


SPONGEBOY'S QUARTERS

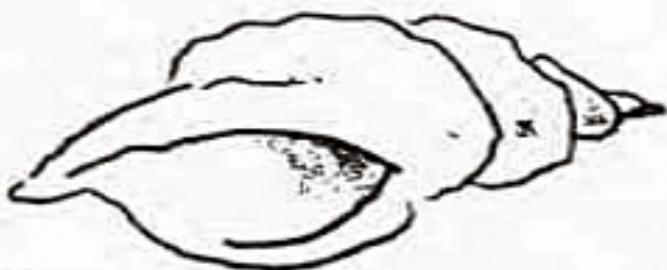
THINGS IN SPONGEBOB'S HOUSE



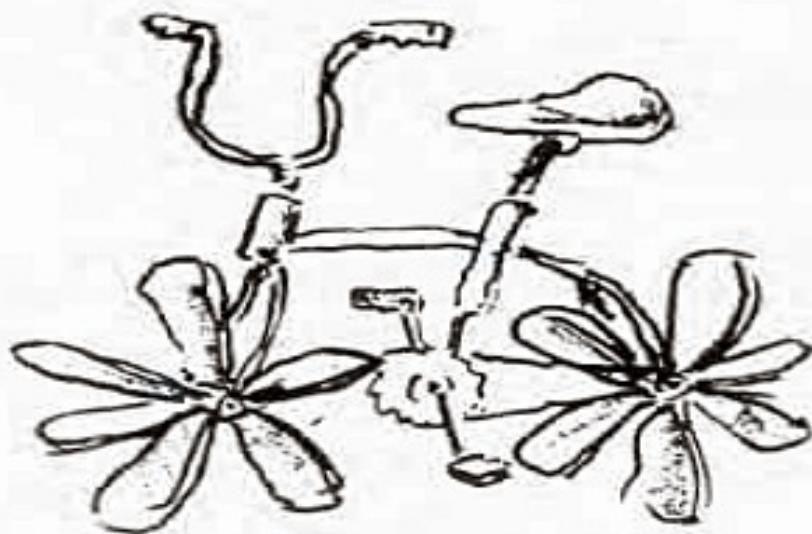
COLOR TV.



SINGING CLAM
IN A CAGE



'SHELLULAR' PHONE



PADDLE BIKE



'GARY' THE
PET SNAIL

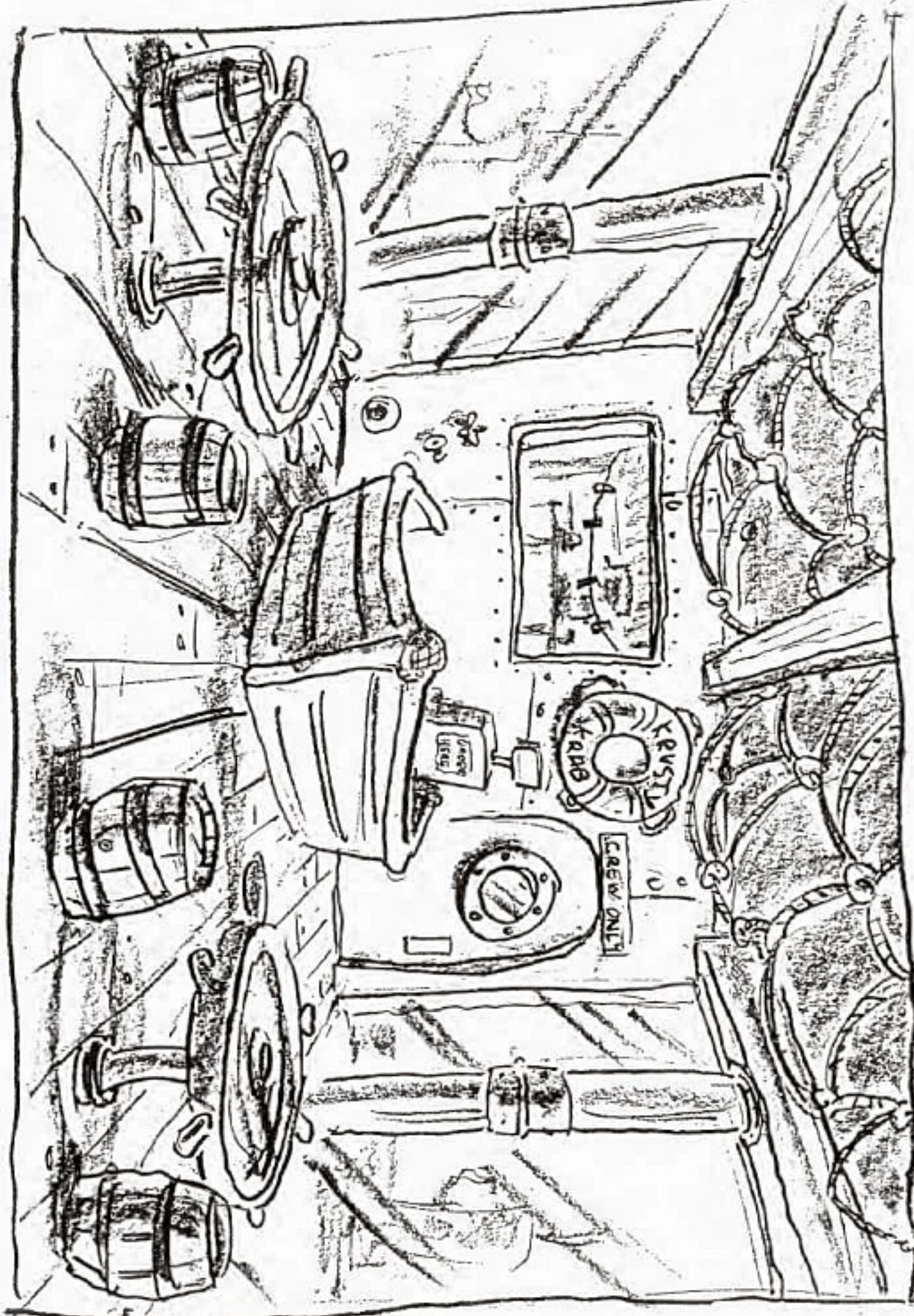
MEOW!

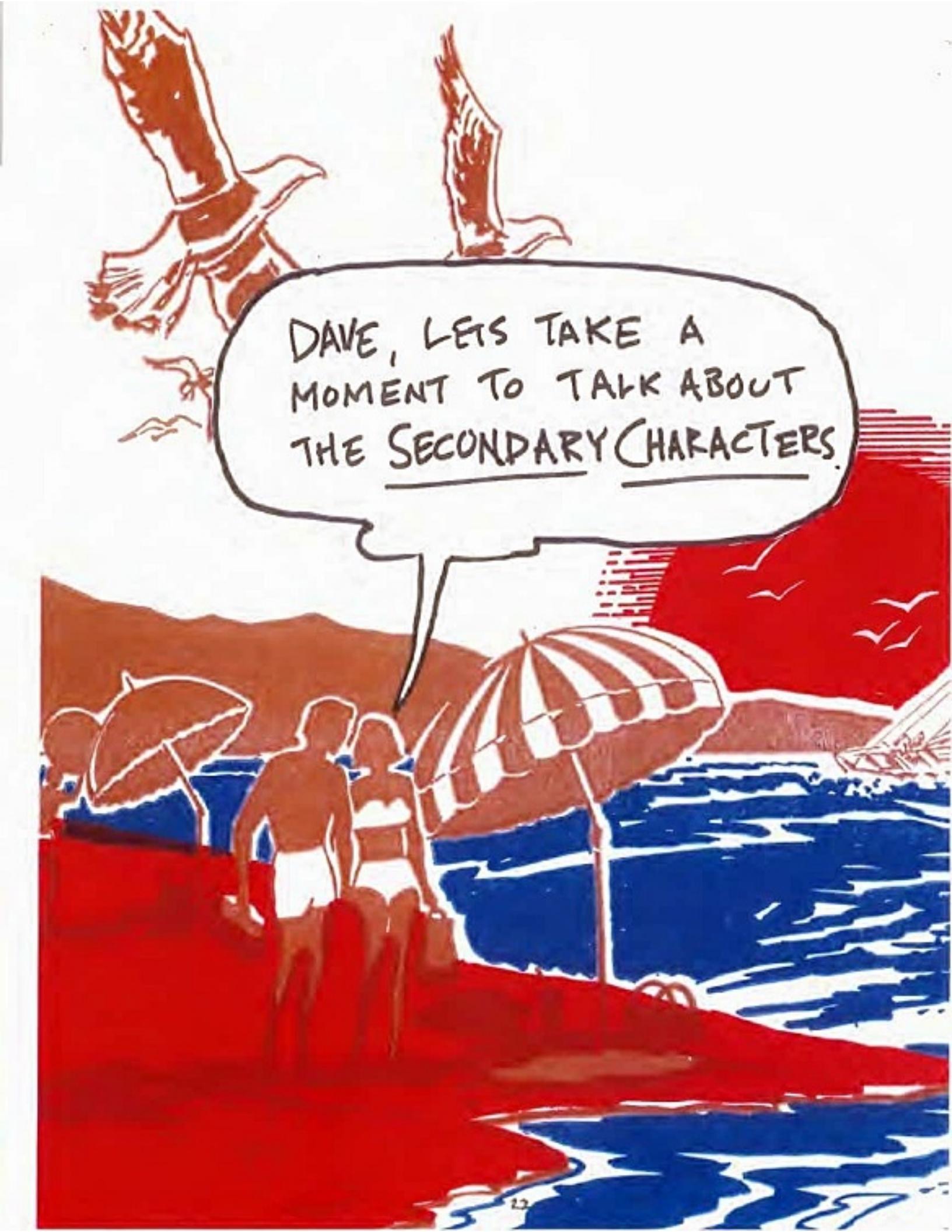


This is the Crusty Crab, a local fast food joint serving up the popular fare of barnacle burgers, coral fries and salty shakes. Once you walk in the door you'll be treated to the friendliest customer service this side of the continental shelf, that is if Sponge Boy happens to be working that day, which is most likely the case because he hardly ever takes a day off. Never have the words, "My pleasure to serve you" been taken to such extremes. Enjoy your lunch!



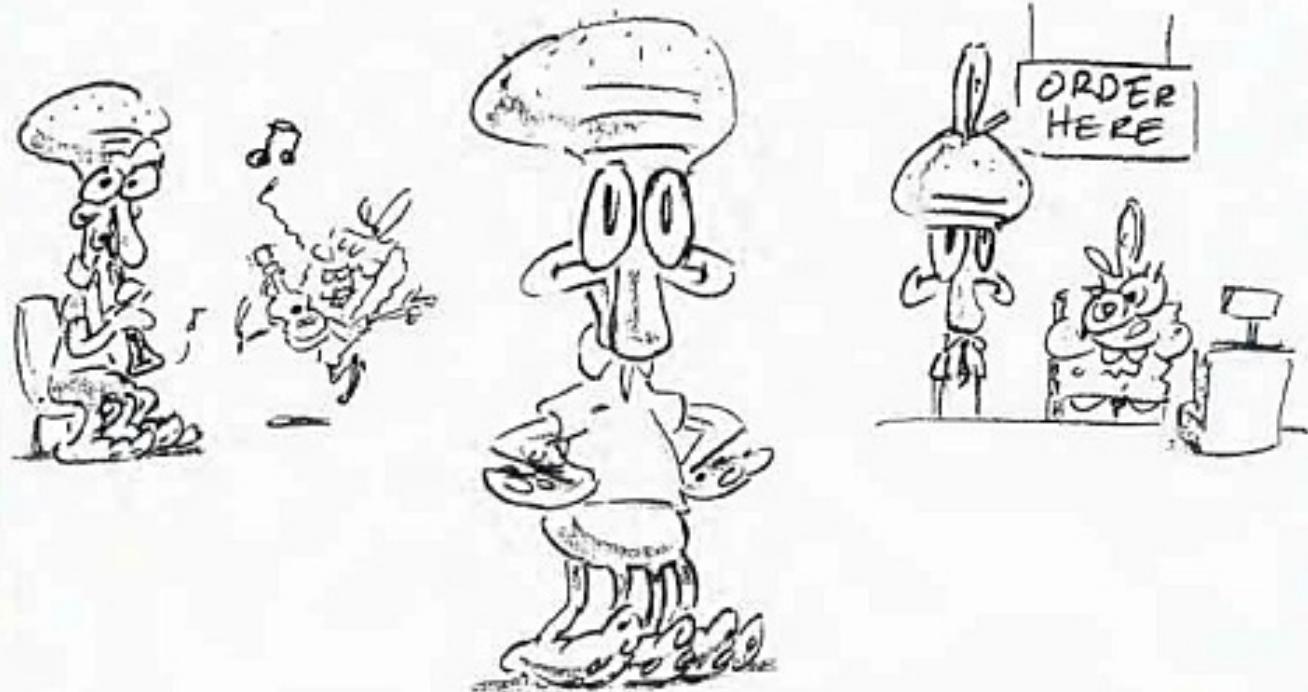
The Krusty Krab, home of the 'Barnacle Burger.'





DAVE, LETS TAKE A
MOMENT TO TALK ABOUT
THE SECONDARY CHARACTERS.

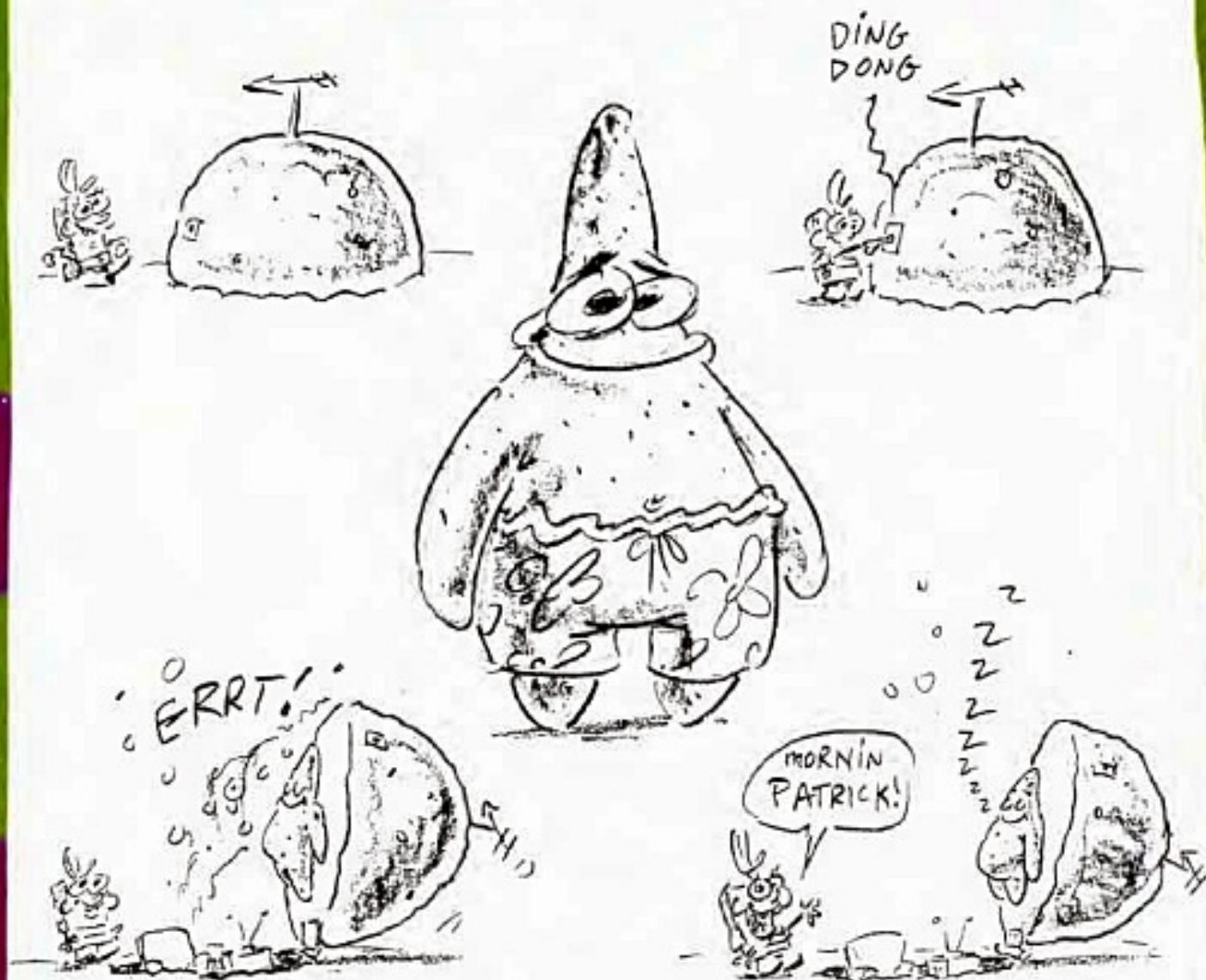




SQUIDWARD TENTACLES

Embittered waiter at The Crusty Crab. Would rather be playing the Oboe with the Bikini Bottom Philharmonic. What's stopping him? He's just awful. Nevertheless, he's a whiny, aloof, stick in the mud octopus who thinks he's too good for this greasy trident. Squidward is the kind of guy who subscribes to Martha Stewart Living, conducts along with his favorite Beethoven recordings, and has his tentacles manicured every Thursday. Squidward lives his life annoyed. The Crusty Crab annoys him. The customers annoy him. The boss annoys him. The vinyl seats annoy him. But most of all, Sponge Boy annoys him. If it weren't for the fact that Sponge Boy is the only one who appreciates his oboe playing, Squidward would have nothing to do with him. Sponge Boy, on the other hand, thinks he and Squidward are the lunch shift dream team--the stuff deep fried legends are made of! Squidward and Sponge Boy are often thrown together in situations--company camping trips, wayward pizza deliveries, oboe/ukulele jam sessions--where invariably Sponge Boy drives the snooty octopus crazy.





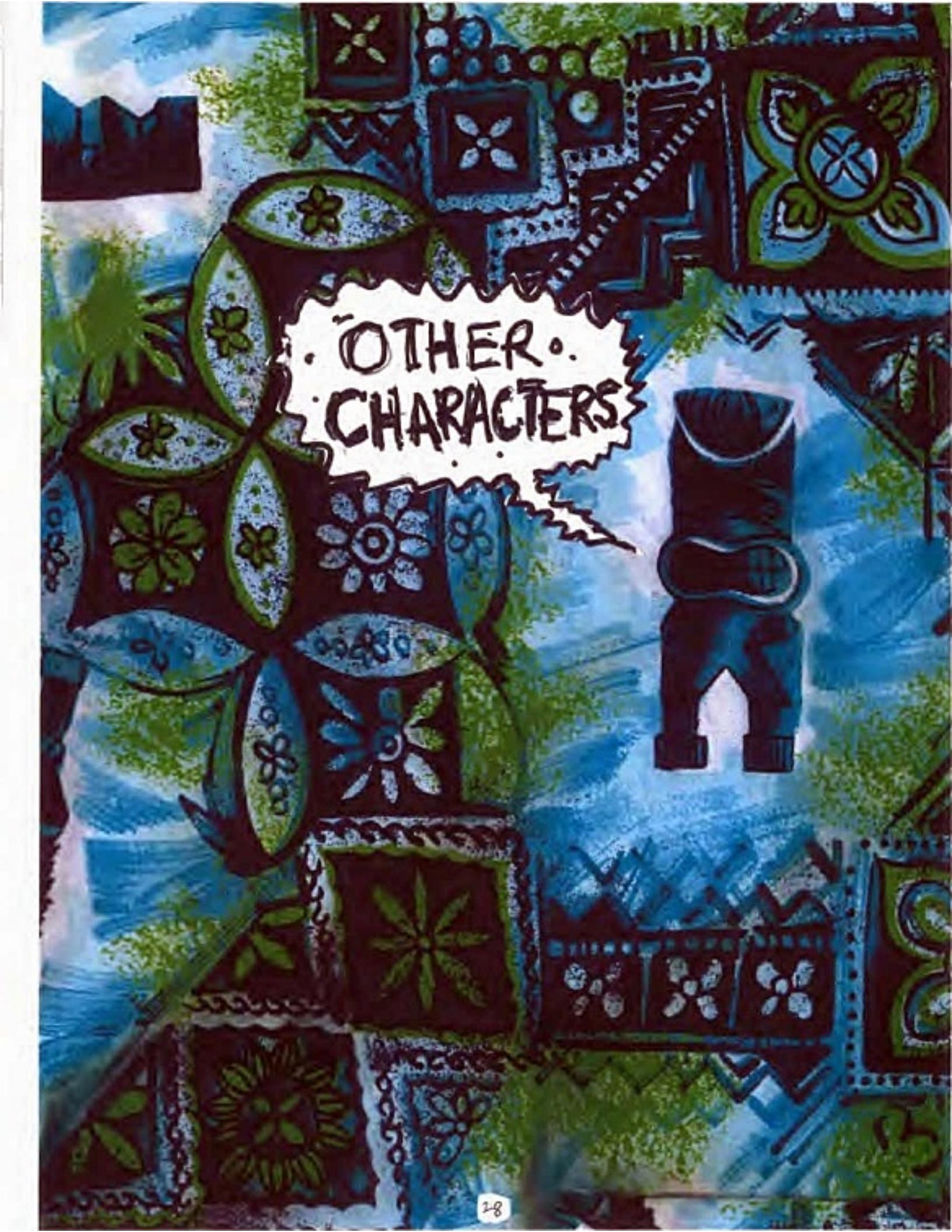
PATRICK STAR

Sponge Boy's best friend. Part sloth and part dude. Spends a lot of time clinging to the bottom of his rented rock. Hobbies include sleeping and lying dormant. He doesn't work and makes us wonder how he even feeds himself. Patrick's big ambition in life is... "uh.... uh... I forget." The starfish also forgets to stay out of the sun sometimes and ends up dehydrated, prostrate, rigid, like a gift shop curio. He totally idolizes Sponge Boy and hangs on his every word. When Sponge Boy recounts how he got to clean the grease traps at the Crusty Crab, Patrick is in awe. The two of them can get into a lot of trouble together. Patrick acts as the gas to Sponge Boy's fire, increasing the potential for catastrophe for everyone around them, including Patrick. But whatever happens, Patrick always remains a loyal friend.

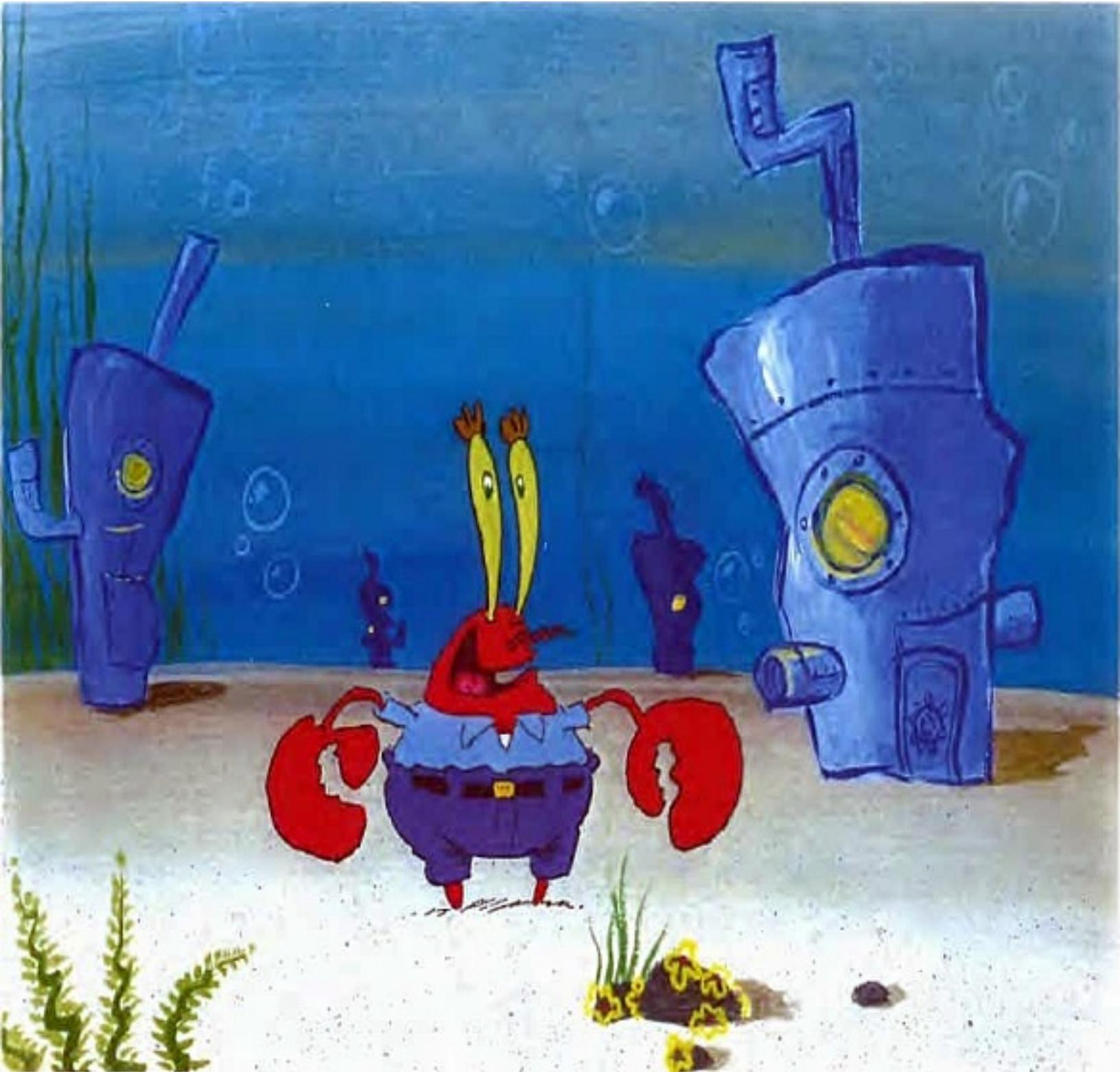


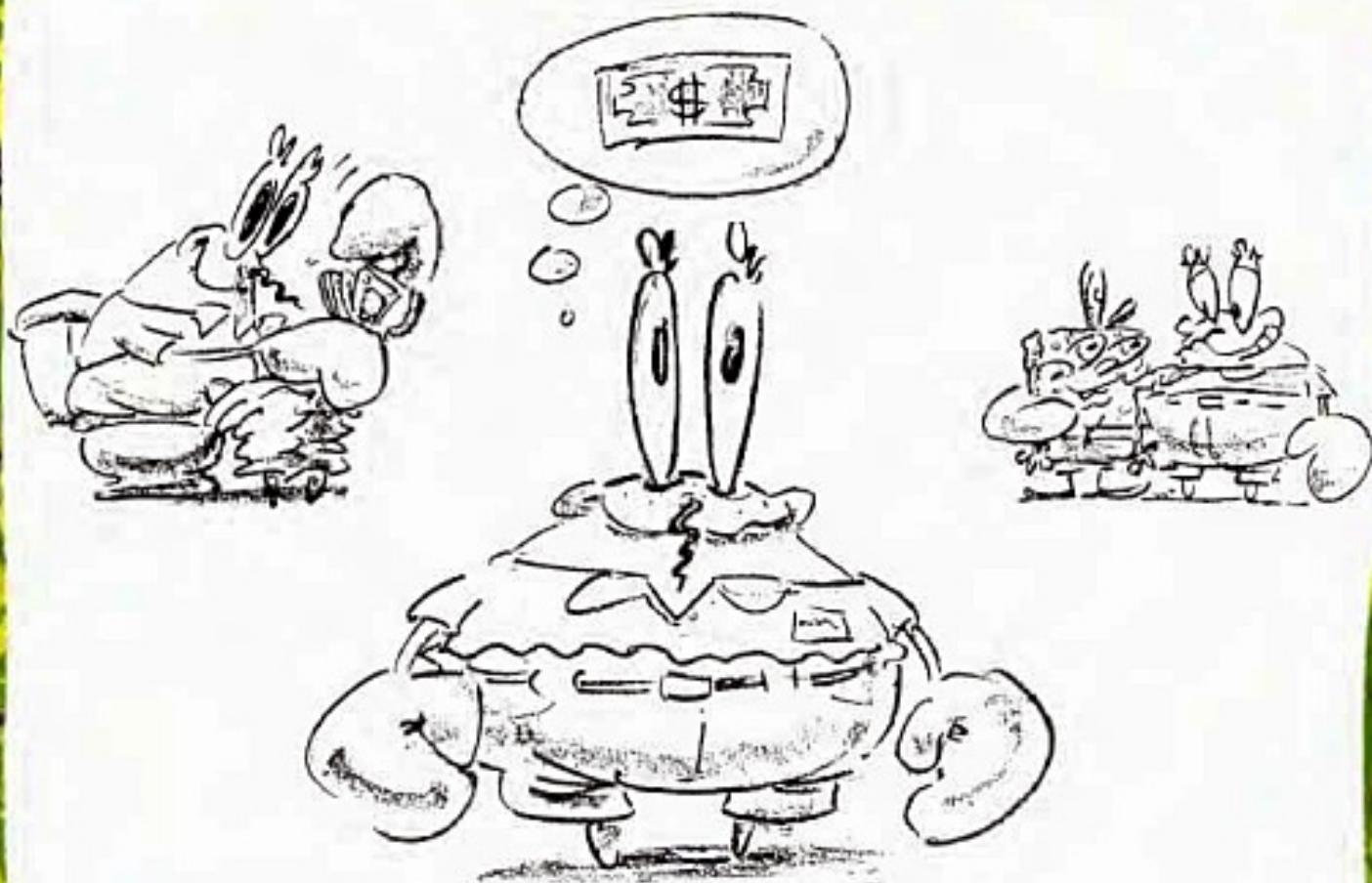
SANDY CHEEKS THE SURFER SQUIRREL

Get up! Drink three protein acorn shakes, run twenty laps within the perimeter of a pressurized dome, then dive into a rubber suit with helmet and oxygen and leap out of an air lock! Sound like an astronaut? No—it's Sandy Cheeks the surfer squirrel, greeting the day! Sandy is a thrill seeking action girl. She is constantly attempting some death defying stunt, and, having done just about everything imaginable above the ocean, she decided to attempt the ultimate challenge—live underneath it. She is Bikini Bottom's only resident rodent and the apple of Sponge Boy's eye. She's the only one who can provide a good reason for him not to go into the Crusty Crab on his day off. Sandy looks at him as a sort of stunt buddy, and usually calls the shots when they go out. Sponge Boy finds himself agreeing to the most ridiculous and impossible physical challenges just to be next to her. Their "dates" are not the usual dinner and a movie fare—standard attire includes a crash helmet and a parachute—and they most often end not with a kiss, but with both of them in traction.



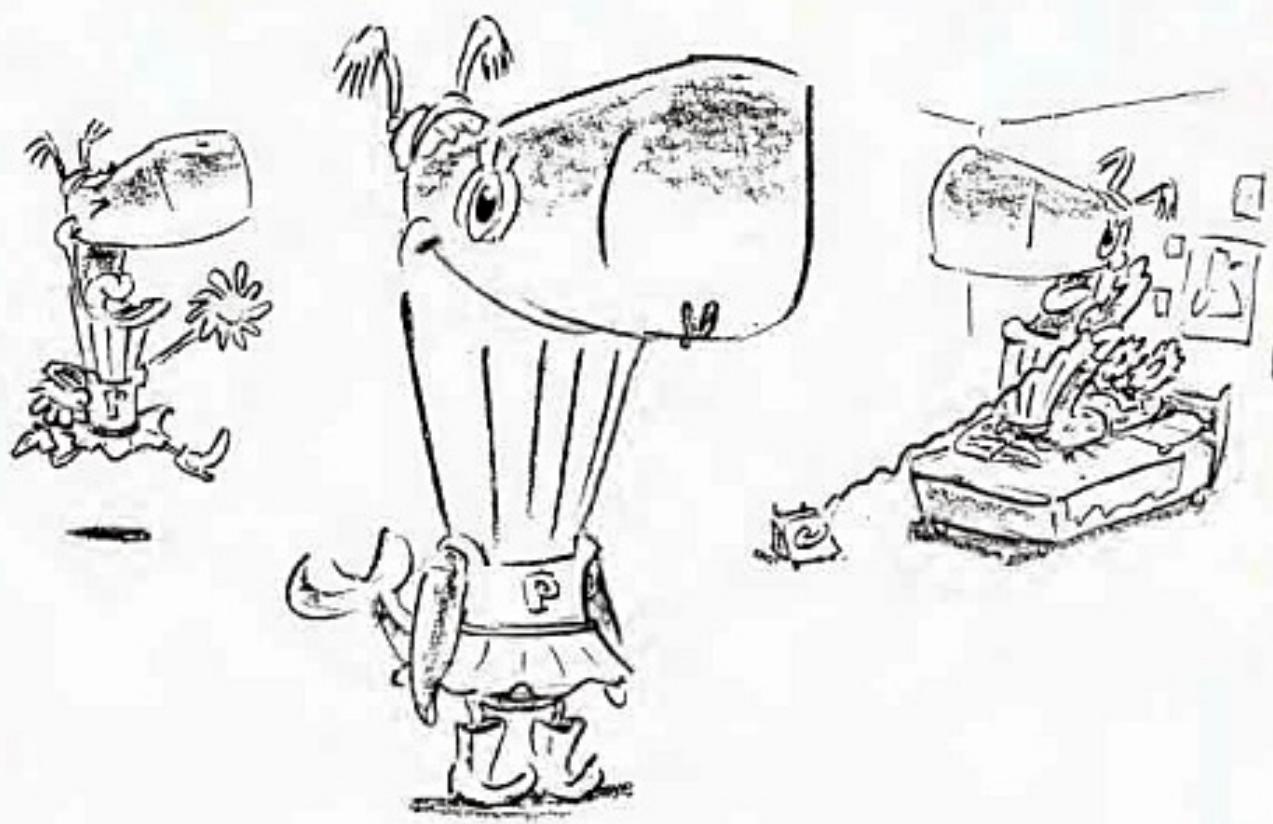
OTHER CHARACTERS





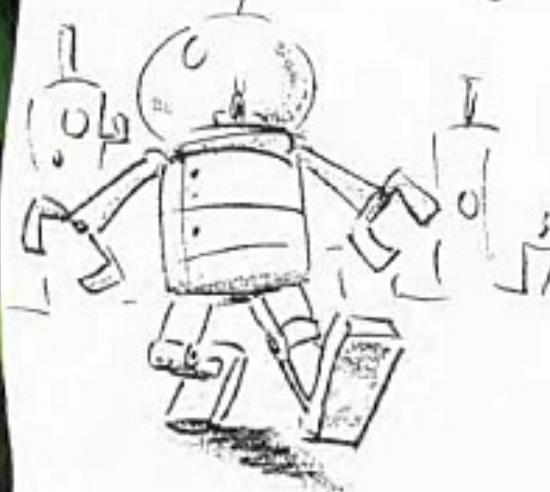
MR. CRABS

Sponge Boy's boss and greedy owner of The Crusty Crab. Bent on making money, hates spending it. Can usually be found in the rest room counting the day's catch. Dreams of a large Crusty Crab franchise extending beyond the Bikini Bottom city limits. Mr. Crabs sees Sponge Boy as the raw materials for the perfect employee—loyal, dedicated... a lifer!—if only he can get him to do things right. What he doesn't see is that this pursuit is futile. Sponge Boy's spirit cannot be ruled. Crabs is a single parent, and the one thing he loves more than money is his daughter, Pearl.



PEARL THE TEENAGE WHALE

Yes, this is the lovely daughter of Mr. Crabs, literally the largest teenager on the planet. Possessing the biggest brain in Bikini Bottom, she is quite probably its most intelligent citizen. Yet she is still immature and her interests are the same as those of an average girl—cheer leading, the mall, boys, boys, boys, and the rebellious music of her generation. She's gifted in math, so naturally her father tries to interest her in the exciting life of restaurant book keeping. "I'm so sure, Daddy." Pearl is more interested in fads than counting French fries.

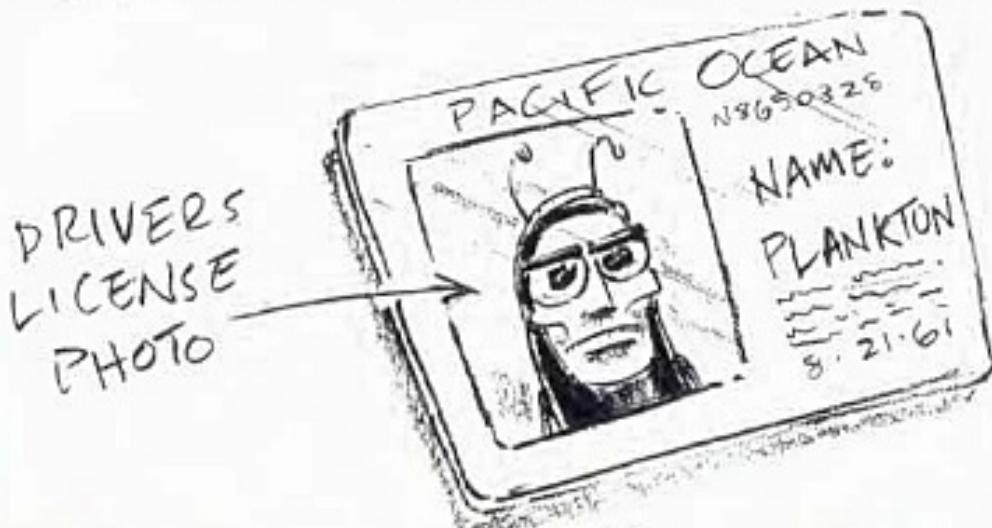


ACTUAL SIZE!



PLANKTON

Owner of Plankton's Chum Bucket, and chief rival of Mr. Crabs, Plankton is a text book case of the Napoleon complex which is not unusual because he is the size of a bug compared to the Bikini Bottom residents. He talks like Gregory Peck and with perfect diction and is frequently stepped on by the occasional shoe. No one ever goes to his restaurant. A schemer and a plotting little speck, Plankton relentlessly tries to put Crabs out of business and steal his recipes. But he loves to eat at the Crusty Crab for lunch. He mistakenly perceives Sponge Boy as the major ingredient in Mr. Crabs' formula for success and is forever trying to lure the loyal employee away from his Crusty duties. Plankton is a jerk.





BARNACLE BILL



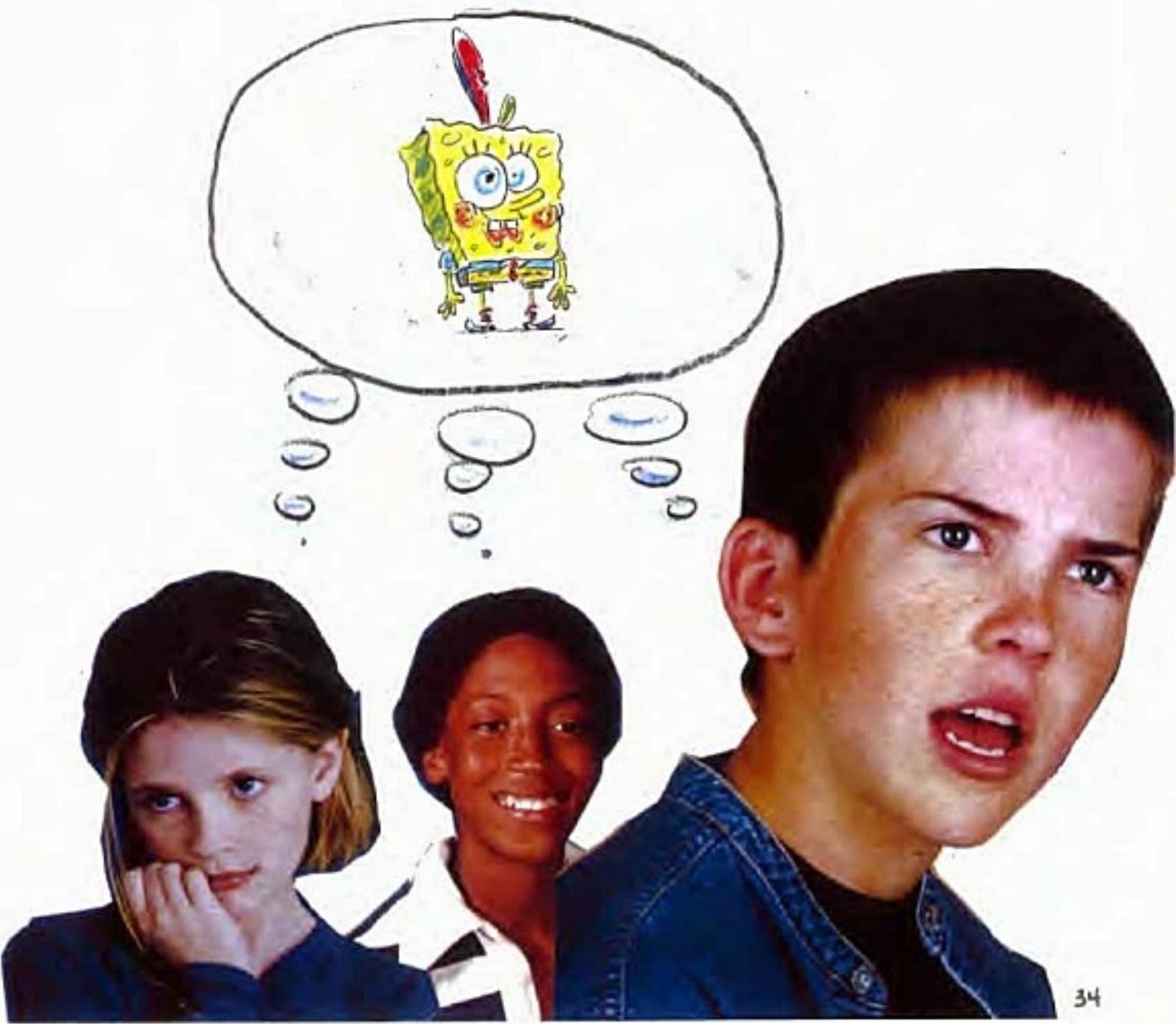
MERMAID MAN

Barnacle Bill is the saltiest sailor ever to have manned a windless. So salty that he breathes sea water with no discomfort. With the exception of his head, Bill's body is made entirely of wood, due to some unfortunate maritime mishap, the nature of which becomes more fantastic with every telling. When ever he's in a fix, Bill whips out a box of bran and chokes it down. He also smokes a bubble pipe and has a woodpecker named Corky perched on his shoulder.

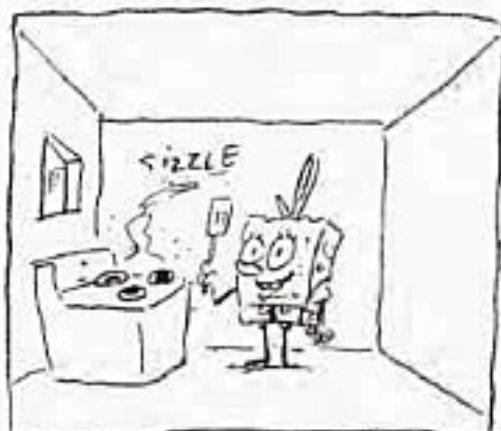
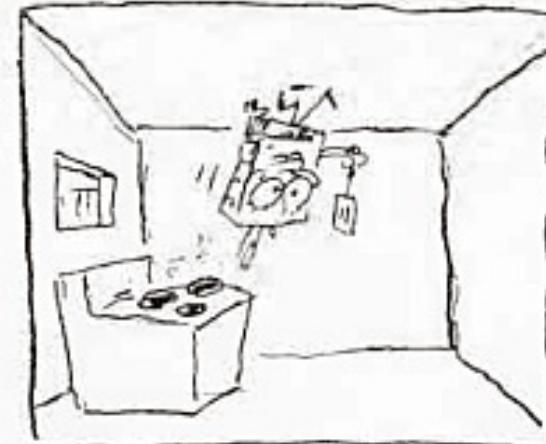
Mermaid man is a retired super hero of the deep, still living like the nineteen fifties icon he was designed to be. Well groomed, still wears his uniform with the exception of house slippers. Mermaid man is a bit daft, probably due to the aluminum packaging in the TV dinners which make up his diet. A relic of the past, he often forgets that his glory days are over and that things have changed since he swam the deep as a feared enforcer of justice. His equipment is outdated and the animals he formally summoned to assist him now have jobs or better things to do. Neither Bill nor Mermy have a keen grasp of reality.

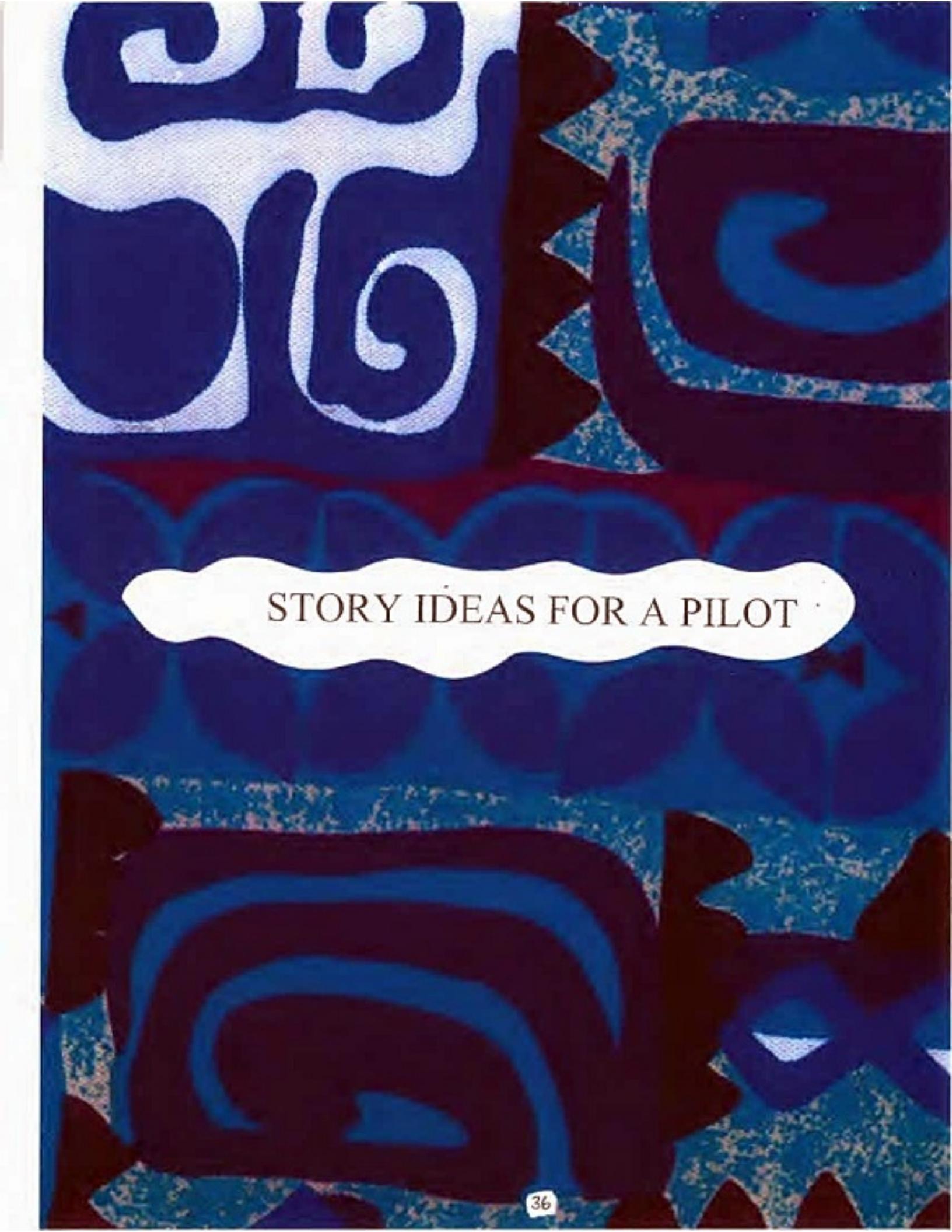
THE VIEW FROM THE FLAG SHIP

And what will the lads and lassies say to all this muck? Why, they'll be all over it like a pelican on a kipper! We think kids appreciate an underdog, especially one who's trying to conform to a structured world, but who is so creative, so original and spontaneous that it becomes a challenge. Kid's are faced with similar challenges every day, so we're betting Sponge Boy will speak to them. **Sponge Boy is an unwitting anarchist. His creative spirit, original thought, and incurable optimism make him a stand out, a renegade and a hero.** Now, of course, we're no fools (We're salts!). We know that in today's narrative, entropy must give way to harmony eventually, and it will. But not before a transcendence occurs. For Sponge Boy transcends his world by affecting it. And, viewing through sponge eyes, we see that world transforming, becoming new, ridiculous, funny. In fact, wouldn't we all want to be like Sponge Boy? He likes himself, and that both empowers and frees him. He creates his own hip-ness. He pre-figures "cool" because he's reinventing the meaning of the word, which, to our minds, makes him very, well, cool.



SPONGEBOY





STORY IDEAS FOR A PILOT

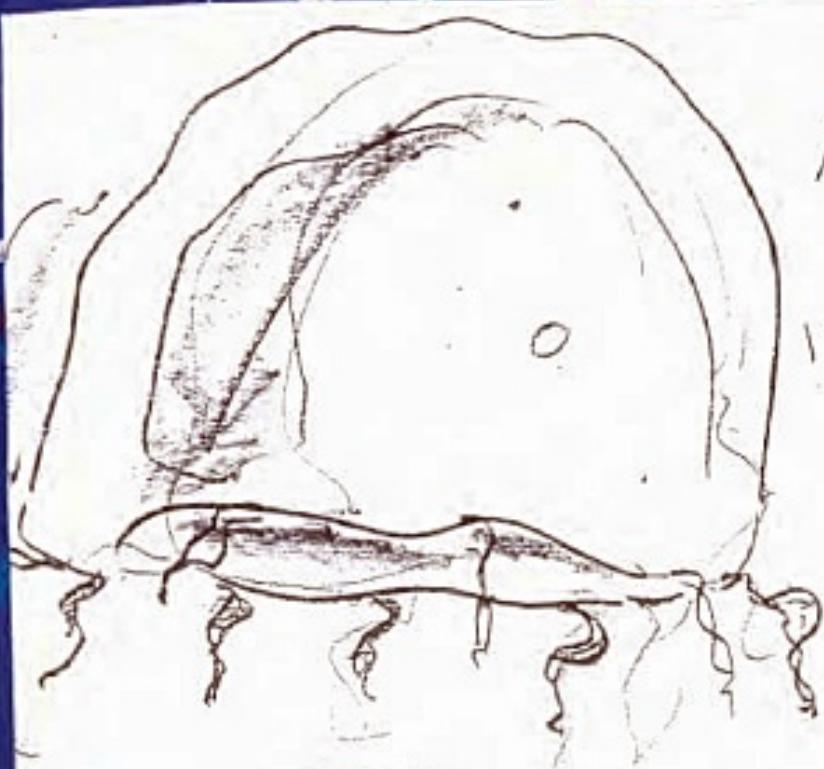


JELLY FISHING
Sponge Boy Story Premise
Hill/Hillenburg

One day, Patrick and Sponge Boy are Jelly fishing. Jelly fishing consists of chasing after Jelly fish with a butterfly net, but being careful not get stung. In any case they are pursuing the "one that got away," when it ducks behind a rock and they run past it not seeing it. Just then Squidward comes pedaling by on his bike and the jellyfish, a little miffed at being chased all day, begins to harass Squidward. It flies around his head like a bee as he tries to wave it off, beginning to wobble on his bike. Finally the jellyfish lands on Squid's head and stings him. He screams and loses control of his bike, steering into an oncoming boat mobile. A few days later Squidward arrives back at his house in a motorized wheel chair. His head is bandaged from head to toe and he can't even speak. Patrick and Sponge Boy come over to try and cheer him up. They put his oboe in his lap but he can't do anything with it. They try several ways of brightening the squid's mood, but nothing seems to work. That's when Sponge Boy hits upon the idea of jelly fishing--Squid would love to come along with us! Squidward's emphatic though muffled protests are taken for signs of consent. So off they go on the hunt for jellyfish, the reluctant Squidward glaring out from under his bandages all the while, his butterfly net propped up limply in one tentacle. Every time he tries to motor his way back home, Sponge Boy and Patrick steer him back to where the jelly fish are thickest. Finally, Squidward notices one jellyfish in particular. Something about the way it flutters about, something about it's coloring--could it be? Indeed it is. That's the little cur that stung him! Suddenly Squidward becomes the avid angler, bearing down on the singular jelly fish with an almost maniacal determination. Sponge Boy and Patrick notice Squid's change of heart, and cheer him on. Suddenly from behind Squidward, like a rising sun, appears a giant, pulsating half dome of gelatinous danger--the mother of all jelly fish. She glides past Sponge and Patrick who drop their butterfly nets in awe. Meanwhile Squidward captures his old nemesis and puts it in a jar. He sits there examining the creature in the jar, contemplating the many tortures he will soon be inflicting upon it. Suddenly, he is darkened by a great shadow. He looks up and sees the huge, hovering jelly fish. He winces, and smiles an obsequious smile as he unscrews the lid to the jar, letting the little jelly fish free. As we fade to black we hear the arcing sound of a million kilowatts. When we fade up we find Patrick and Sponge Boy jelly fishing in Sponge's back yard again. Sponge has caught one in a jar. Squidward comes home from the hospital, this time in a motorized gurney. His two friends congratulate him and fumble through some apologies. Squidward seizes their butterfly nets and snaps them violently. He snatches up the jar with the jelly fish in it and unscrews the lid in order to set the jelly fish free. But the jelly fish won't leave the jar. Squidward shakes the jar, smacks it and so on, all with muffled encouragement. Suddenly, the sky is darkened by a huge half domed shape. Patrick and Sponge take cover. We end with Squidward racing along in his gurney, the mother of all jelly fish in hot pursuit.

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BLUB!

BLUB!

YEA
SQUIDWARD!

GU
SQUID!



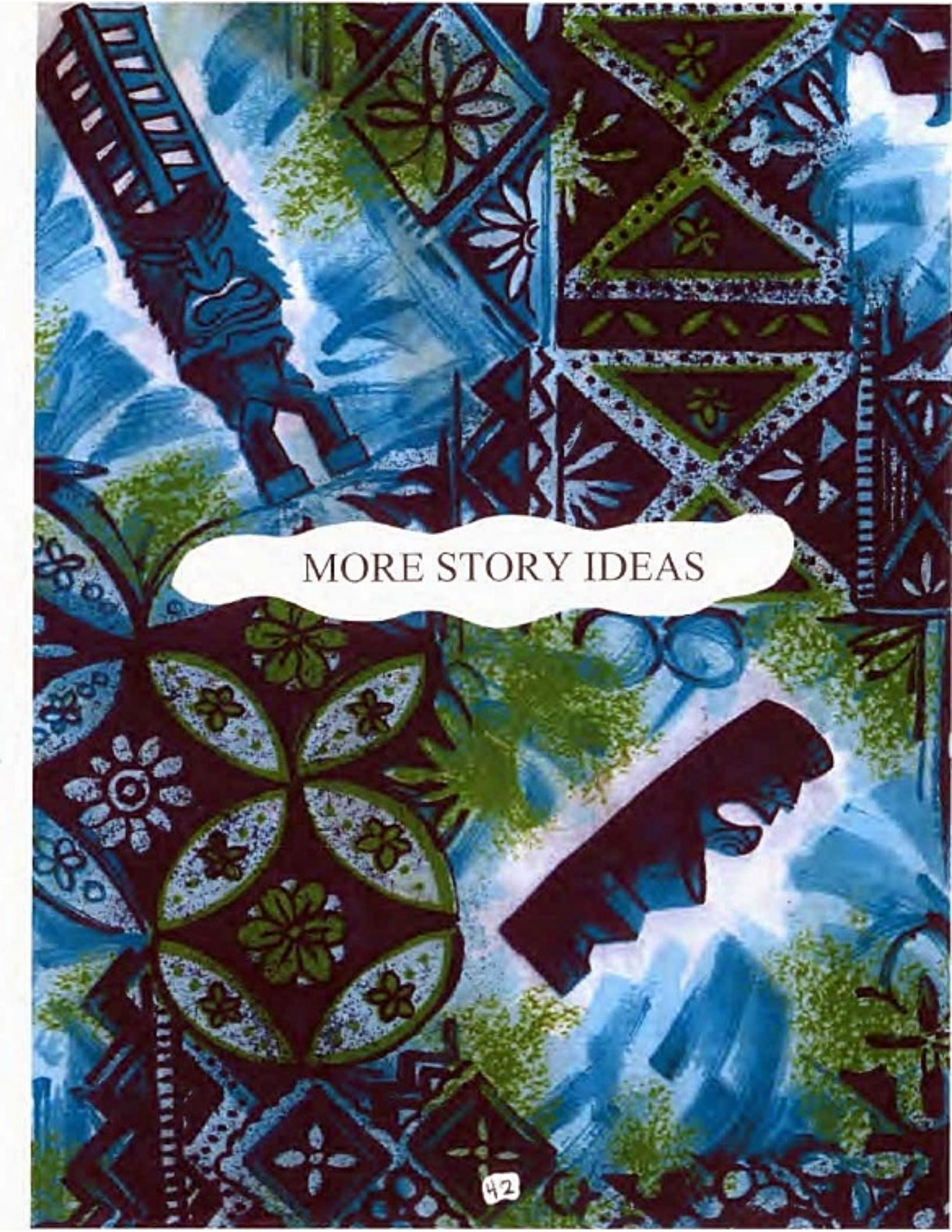
WEEEEE



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REEF BLOWERS
Sponge Boy Premise
Hill/Hillenburg

Sponge Boy and Patrick get new reef blowers (leaf blower-like devices), and can't wait to use them. The next morning is a week-end gardening day and we find Squidward in his yard meticulously raking up fallen clam shells into a pile. He is humming a theme by Vivaldi. Patrick's rock opens up and Patrick appears with a "reef blower" strapped to his body. Sponge Boy comes out of his house with a reef blower attached to him. "Ready?" they shout, "Go!" Suddenly Sponge and Patrick buzz around all over the place, propelled by their reef blowers, creating a huge sand cloud. Squidward watches helplessly as he and his sad little rake are enveloped by a sand dune. When the dust settles Squidward's house is half buried. Patrick and Sponge Boy's yards look perfect. Squid pops up out of the dune, glaring at his neighbors, who look on with interest. "That does it," he says. Squidward wraps his tentacles around his Easter Island Head and pulls it out of the sand like a cork from a bottle. He marches off with it. Sponge Boy and Patrick call after him, but he doesn't respond. What's wrong with Squidward? they wonder. Squidward moves off a safe distance and puts his Easter Island Head on the top of a little hill, where no pesky neighbors can disturb him. Meanwhile, Patrick and Sponge Boy try to figure out what's wrong with him. They send him bubble cards, serenade him with Sponge's Ukulele, and so on, but he won't talk to them. One day, when standing in front of Squidward's lumpy, unattended lot, Sponge Boy figures it out: Squidward feels hurt because we have new reef blowers and we didn't offer to fix his yard up. How selfish we've been. Patrick looks as if he might cry, but Sponge says there's a way to rectify the situation. That night, while Squidward is in bed with headphones on, listening to Vivaldi, Patrick and Sponge boy sneak up to his Easter Island Head with their reef blowers and blow away all of the debris and brush. The next morning Squidward wakes up and walks over to the window. Suddenly the room lurches to one side. From the outside we see that the reef blowers, in the hands of Patrick and Sponge Boy, have eroded the hill underneath Squidward's house so that it is teetering on a tiny pinnacle of sand. Suddenly the house topples over and rolls down the hill and along the ocean floor, finally landing upright, exactly between Sponge Boy and Patrick's house, where it was before. Squidward comes out of his house, very dizzy, where Patrick and Sponge Boy greet him emphatically. Squidward! You're back!! Squidward looks dazed and confused. Sponge Boy hands him his own reef blower. Squidward, still groggy, turns it on and is immediately catapulted way, way off, finally hitting a sunken ship's funnel with a metallic thud, and falling into it.



MORE STORY IDEAS

MUSSEL BEACH
Sponge Boy Story Premise
Hill/Hillenburg

We find Sponge Boy in his pineapple, getting ready for a date. He stands in front of his mirror practicing his charm and wit on an imaginary girl. Suddenly he breaks into a Karate sequence, slicing and kicking at the air. Then he bows ceremoniously. He gets in the Sponge Mobile and drives over to Sandy Cheek's house, an acorn tree encased in a dome. He rings the doorbell and is admitted. Sandy Cheeks greets him and he tries out a few rehearsed lines. She laughs at his clumsy manner. Sponge jumps into his karate stance. Sandy does the same. What's that on your shirt, Sponge Boy? He looks down, and she immediately decks him with a couple of round houses and a few well placed punches. Sponge Boy lies there in a blissful state, sighing a lover's sigh. "Shall we go to the beach?" asks Sandy. Sponge Boy revives instantly and together they drive off to Mussel Beach. At Mussel Beach Sponge Boy does his best to impress his date. The place is teeming with macho sharks and lobsters who strut around proudly. Sponge tries to assimilate, puffing up and looking painfully silly. Sandy is a bundle of energy and he does his best to keep up with her, trying his hand at surfing, weight lifting, Frisbee tossing, and all other manners of stunts and beach athleticism. It isn't long before Sandy attracts a Sponge Boy rival, Larry the lobster who threatens Sponge. Sponge Boy still mimicking the macho beach dudes, kicks sand in the bully's face and then runs for his life. The enraged Larry chases Sponge Boy around. Sponge runs through a beach gallery of sand sculptures--a castle, a mermaid, a treasure chest, a ship--finally hiding behind an anchor. Larry comes along and kicks over every sculpture, looking for Sponge. When he gets to the anchor he loads up and gives it a great kick, but the anchor is solid. The sand shakes loose revealing a real anchor. Larry howls from the pain and hops around. Sandy comes along and tells the lobster she's looking for Sponge Boy. The lobster says he's looking for him too, and both of them walk off together. Sponge Boy comes out of the castle and sees them walking off together. He is crushed. He pulls out his Ukulele and sings a sad song about love lost. The strains of his melancholy tune reach Larry's ears, and he is immediately taken with it. He runs back to Sponge boy and adoringly weeps at the yellow, square crooner's feet. He is an instant Sponge Boy fan. By the end of the song, all of Mussel Beach has altered its looks, embracing Sponge Boy fashion--thick glasses, high-riding shorts, etc.--and singing along. Sandy applauds wildly, though she has no idea it was all for her. In the car, on the way back to her place, Sponge tells her that he likes her. Larry the lobster pops up in the back seat and begins to cry again. When Sponge walks Sandy to her door, she admits that she likes him too. She bows ceremoniously and summarily knocks him on his back. Sponge Boy lies there in ecstasy. Good night, Sandy, says Sponge. Good night Sponge, says Sandy. Good night everybody, blubbers Larry.

The Squeaky Boots
Sponge Boy Premise
Hill/Hillenburg

Mr. Krabs buys his daughter a pair of rubber fisherman's boots on sale for her birthday. He presents them by saying how he really wanted to get her something special. It's a dorky gift and she refuses to wear them, demanding something better and far more expensive. This irks Krabs because, since the boots were on sale, they cannot be returned for a refund. Now he is out more money than he ever bargained for. What can he do recoup his loss? He hits upon the idea of presenting them to Sponge Boy in lieu of the lad's weekly pay check. The crafty Krabs offers Sponge the boots in such a heart-felt manner--saying how he really wanted to get him something special--that Sponge is overwhelmed with emotion. He not only accepts them but looks upon them with reverence. Krabs is delighted with himself and at the he way tricked the little sponge. But all is not as it first appears. Sponge Boy absolutely loves these boots. He stomps about in them everywhere--through puddles, up walls, onto ceilings. They are totally fun, and he believes Krabs must truly think the world of him to get him such a great gift. Meanwhile, the boots themselves make a funny squeaking sound when ever Sponge Boy walks in them. You can hear him coming for miles off. And now that Sponge Boy thinks he and Krabs are kindred spirits, he spends a lot of time following the Krusty pirate around squeaking all the while. This is beginning to drive Krabs crazy. That noise! It's getting on his nerves! Pretty soon Krabs hears squeaking even when Sponge Boy is talking, or otherwise not moving. Like in the "The Telltale Heart," Krabs's guilt is manifesting itself in a squeaky nightmare. In the end, Krabs begs for Sponge Boy to give him the boots back. He ends up paying an exorbitant fee for them, at least enough for Sponge Boy to go out and buy himself a brand new pair.

BUBBLES
Sponge Boy Story Premise
Hill/Hillenburg

One Sunday morning, Sponge Boy gets the enterprising idea to sell soap bubbles from a stand in front of his house at a quarter a pop. Meanwhile, Squidward is practicing his oboe in his Easter Island head when he notices Sponge Boy setting up the stand. "What idiot would pay to blow soap bubbles?" he scoffs. As if on cue, Patrick saunters up to the stand and borrows a quarter from Sponge Boy so that he can pay to blow a bubble. But he is unable to manage one. Sponge Boy shows him how, using the special Sponge Boy method which consists of a ridiculous pose. Sponge blows a fabulous bubble in the shape of a tugboat which floats up to Squidward's window, where Squidward has resumed torturing his oboe. The bubble pops, but instead of making a popping sound it makes the sound of a tugboat blasting its horn. Squidward thinks the noise is coming from his oboe and he checks the instrument for flaws. This happens several times as Sponge Boy and the now bubble-savvy Patrick blow bubble after bubble in the shapes of things that make noise. Finally, Squidward realizes that all this time he thought the problem was with his oboe, when it was really Sponge and Patrick. Angry, and a little embarrassed, he marches out of his house and grabs the bubble blower out of Patrick's hand. Sponge welcomes him and asks for a quarter. Squid pays up and tries to blow a bubble. He fails. Sponge Boy tells him about the Sponge Boy method but he won't listen. He pays another quarter and tries again. Nope. This is repeated several times until finally Squidward is down to his last quarter. He pays up and grudgingly uses the Sponge Boy method, assuming the ridiculous pose. Squidward blows a huge bubble which floats upward heavily. Sponge Boy and Patrick applaud. Squidward is amazed at himself, and what a good feeling it is. Illuminated, he gets a brief glimpse into Sponge Boy attitude. Squidward can't help but crow a little bit about what a great bubble it was, even though, like his oboe playing it was merely big, not artful. He goes back into his house, only now, when he picks up the oboe and begins playing, he has discovered a whole new soulful style. All of a sudden he's really good. Outside his house, Sponge Boy and Patrick watch as the huge bubble that Squidward blew returns, slowly and ominously. It settles on Squidward's house, absorbing and enveloping it. The bubble floats upward carrying the Easter Island head and Squidward with it. Sponge and Patrick run after the bubble shouting to Squidward, but the squid is too lost in his new musical discoveries, blowing his instrument like never before. Eventually the bubble pops with a huge explosion. The smoldering Easter Island Head floats back down, landing with a muffled thud and then listing to one side. As Sponge Boy and Patrick look on, we hear the return of the tortured oboe strains from the beginning. Sponge Boy hangs a "closed" sign on his stand. Patrick walks home.

Employee of the Month
Sponge Boy Story Premise
Hill/Hillenburg

Sponge Boy gets makes Squidward go to work with him really early (They car pool) because it's the day Mr. Krabs hands out the Employee-of-the-month award, along with a free Krusty Krab Combo. Sponge Boy is convinced that this month the award is his. Squidward, on the other hand, is amazed at Sponge's gullibility. Hasn't he noticed that every month the award is not handed out because it's a tie between him and Squidward? that Krabs is just using the award as a ploy to get them to work harder? that he has no intention of giving away a free Krusty Combo? How stupid can Sponge be? Sponge Boy sees Squidward's cynicism as a crafty ploy to throw him off the scent. No way he's falling for that old trick--he's going for the gold today! Squidward tells him to suit himself, but not to blame him when it ends up in a tie again. Sponge Boy begins to clean furiously, putting a spit shine on everything that isn't nailed down. Squidward snores behind the counter. Krabs comes in and reprimands Squidward--awards are rarely given to loafers. Squidward tells him to just give the award to Sponge Boy so they can all get some peace around here. Sponge Boy appears in the kitchen window and salutes Krabs with a hardy "ahoy." Krabs tells Squidward that he'd like to give it to the lad but since this month he's giving away an oboe along with the award, he thought maybe Squidward would at least like to be considered. Krabs produces an oboe and toots on it. Squidward's eyes pop out. An oboe? That's his favorite instrument. Suddenly, Squidward is fixated on the award. Mr. Krabs goes around the restaurant with a white glove, pointing out specs of dirt and greasy menus and occasionally producing a squawk from the oboe. Sponge and Squid vie for position as they dive for the chance to do Krabs' bidding. When Krabs sits down to order lunch he is treated like a king, with Squidward waiting on him with incredible "delicacy," and Sponge Boy butting in with more water, more napkins, more salt. Slapstick gags as the two compete for Krabs' attention, with Squidward usually getting the short end of the stick. When Krabs orders a burger thick and juicy, Sponge takes it to heart and cooks up the biggest, thickest burger ever. It dwarfs the grill and towers above its yellow, square-shaped creator. He needs a fork lift to serve it. Breaking through the kitchen wall, he triumphantly passes Squidward waving to him as if to say, "better luck next month," but not really taking into account that he's destroying the entire restaurant. When Sponge Boy serves the mondo burger to Krabs it crushes him and the oboe before he can escape its mass. Later, in the hospital and in traction, Krabs declares another tie. But he also allows that they can both have a free Krusty Combo on him, before turning in their name tags. Sponge Boy shakes Squidward's hand emphatically. "Well, better luck next time, pal."



WELCOME TO THE CHUM BUCKET

(YOU ARE
BEING WATCHED)

KITCHEN



Envious of Sponge Boy and Squidward's uniforms, Patrick tries to get a job at the Krusty Krab. But Krabs tells him that there aren't any openings right now for a guy with his qualifications. Patrick feels bad about this. He wanted to be a part of the Krusty team and wear the Krusty garb with pride. This scene is witnessed by the prying periscope of Plankton, always on the look-out to improve the chances of his own restaurant, "The Chum Bucket." Plankton offers Patrick a job at his place, promising a brilliant future in fast food, and an even better uniform. Secretly, Plankton plans to use Patrick as a way of getting information about the Krusty Krab's secret burger ingredient. Aware of Patrick's friendship with Sponge Boy and Squidward, the evil Plankton figures to simply plant himself in the star fish's Chum Bucket hat and reconnoiter to his heart's content. But the suspicious Krabs counter moves, and forbids his employees to speak to Patrick even outside of work. Sponge Boy and Patrick's friendship is threatened by the rivalry between their bosses, and the friendship eventually prevails.

Krabs gets a marketing brain storm and turns the Krusty Krab into a mobile restaurant ship-like vessel, complete with cannons that fire barnacle burgers. Sponge Boy, Squidward and Patrick come along for the ride as Krabs pilots the thing all around town and eventually cross country, advertising those famous Krusty meals where ever they go. The crew encounter many challenges on their road trip, but none more daunting than Plankton's own marketing engine--a fearsome "Chum Bucket" submarine with Plankton himself at the helm. Plankton is out to sink the Krusty Mobile and the whole Krusty campaign. A sea battle ensues with both vessels sustaining heavy damage from the food cannons. In the end, Plankton surrenders, having run out of chum.



Sponge Boy loses his name tag, the most cherished part of his "Crusty Crab" uniform. He and Patrick tear his house apart looking for it. Patrick keeps insisting he saw the name tag somewhere.

Sponge Boy finally goes into work, but he feels naked without his name tag. To add insult to injury a customer says to him, "Hey you, what's-your-name, got any napkins?" Sponge Boy runs home, so humiliated that he packs to leave town. As he's walking out the pineapple house, Patrick suddenly sees the name tag! On Sponge Boy! He had his shirt on backwards the whole time.

Mr. Crabs talks Sponge Boy into taking the four a.m. shift at the Crusty Crab. Embracing the Crusty challenge, he accepts. That night he sets his alarm for three, but he's so excited that he can't sleep. He tries everything from taping his eyelids shut to counting sea horses, but nothing works. Suddenly he is struck with divine inspiration—He'll blow off sleep, get to work early, and implement his plan of restoring a booming late night business to The Crusty Crab. We see a montage of Sponge Boy serving up a storm at a jammed packed Crusty Crab. Mr. Crabs is dancing to the cha ching! sound of an overworked cash register. We dissolve to Sponge Boy snoring away in his bed, having never left. His late night triumph was all a dream.

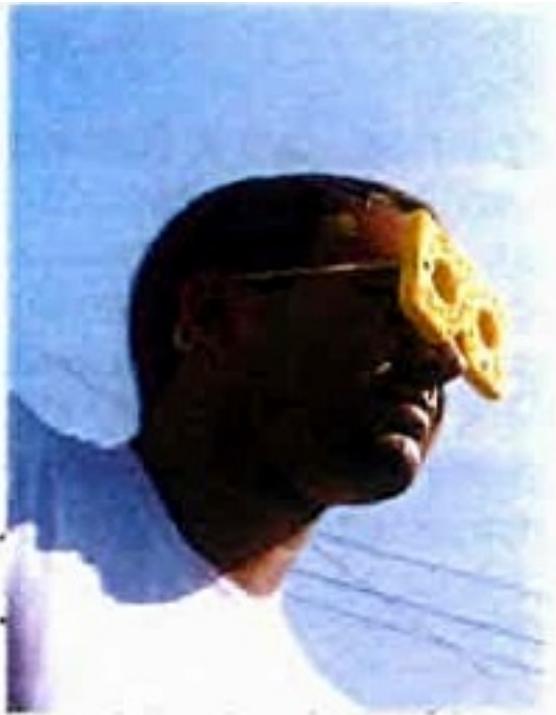
It's a rainy day in Bikini Bottom, and business is slow at the Crusty Crab. Mr. Crabs goes home leaving Sponge Boy and Squidward in charge, reminding them to restock the fridge with salty sodas and not to drink any. While Squidward is in the bathroom washing his hands, Sponge Boy fills the fridge, but he can't help having a salty soda for himself. Being salty, one soda leads to another and pretty soon, like a true a sponge, Sponge Boy becomes really bloated. Squidward returns and to his amazement, Sponge boy is floating around the restaurant, breaking off light fixtures and ripping down posters. Squidward finally ties his leg to the cash register just as Mr. Crabs is coming in with his daughter—he's taking her to lunch! Now Squidward and Sponge Boy try to hide Sponge Boy's buoyancy problem while serving up barnacle burgers.

A wayward Crusty delivery becomes a quest for survival when Sponge Boy, a stale pizza, and a very dissatisfied Squidward become stranded in the middle of the "undersea desert." With only their wits to guide them, and no supplies (Sponge Boy won't sacrifice the pizza) the two battle the elements. As Squidward bemoans their fate and pines away for the civilized world, Sponge Boy worries only about getting the customer his Crusty pie.

WHY 'SPONGE BOY'?

Sponge Boy is the show that refreshes! It's a Hawaiian holiday, an escape to a watery wonderland with a tiki twist. Here, our audience will be treated to the comic trials and tribulations of the ocean floor's favorite sponge! They will see our hero as an undersea underdog, implacably good-natured, big-hearted, but a little short on ballast. He lives in a world which mirror's our own, only there's sand everywhere and most of the characters go good with tartar sauce. It's a tropical fantasy, It's maritime madness! It's Don Ho's tackiest shirt! It's Sponge Boy!





Animator, Stephen Hillenburg is currently the creative director of Nickelodeon's hit animated series, "Rocko's Modern Life." He is also the author of the award winning independent films, "The Green Beret," and "Wormholes," as well as co-creator of the "Frozen Walt Doll." He is shown above wearing a pair of sponge glasses of his own design.



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SpongeBob

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